FIG. 1

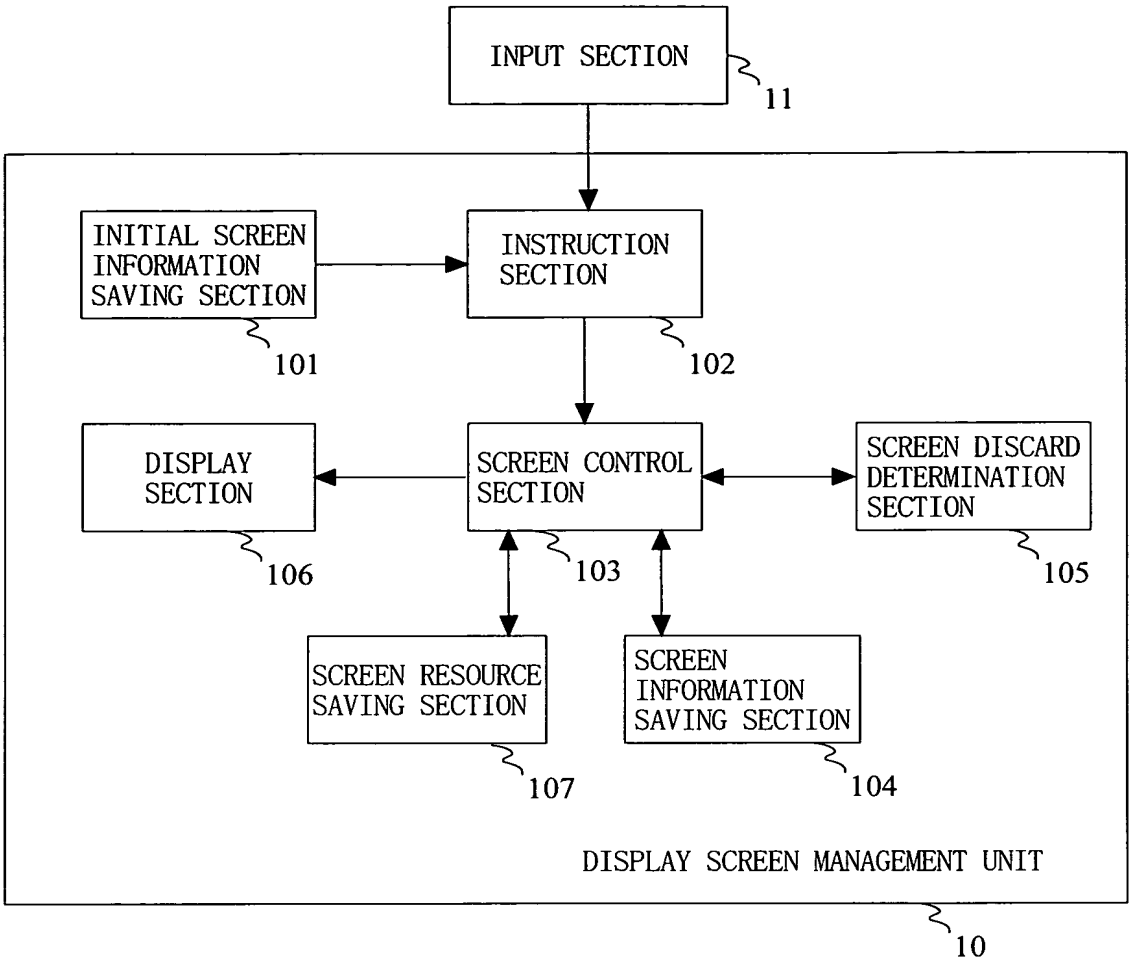


FIG. 2

101

SCREEN ATTRIBUTE			SCREEN GENERATING PROCESS	SCREEN DISCARDING PROCESS
SIZE	X COORDINATE	Y COORDINATE		
180×100	20	20	func_a	func_A
50×25	80	80	func_b	func_B
320×240	0	0	func_c	func_C
20×20	15	0	func_d	func_D

FIG. 3

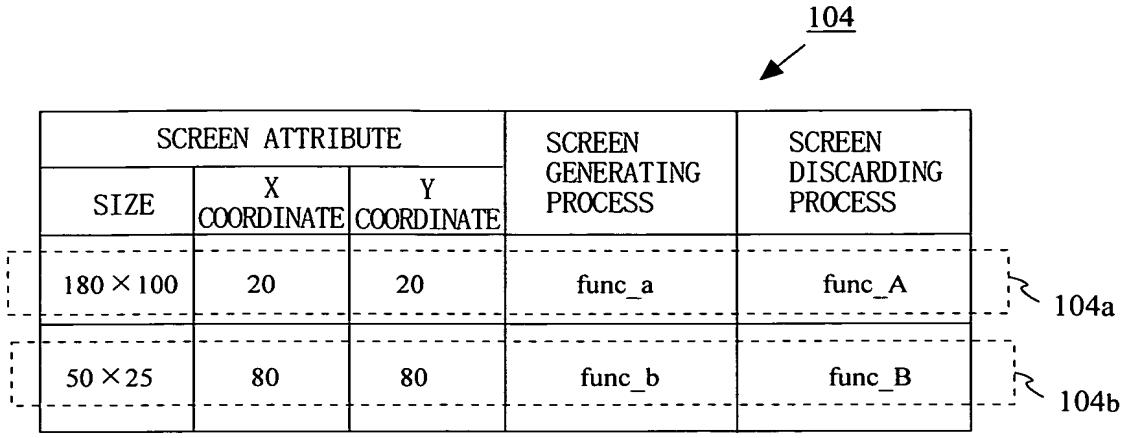

104
SCREEN ATTRIBUTE
SIZE
X COORDINATE
Y COORDINATE
SCREEN GENERATING PROCESS
SCREEN DISCARDING PROCESS
180×100
20
20
func_a
func_A
104a
50×25
80
80
func_b
func_B
104b

FIG. 4

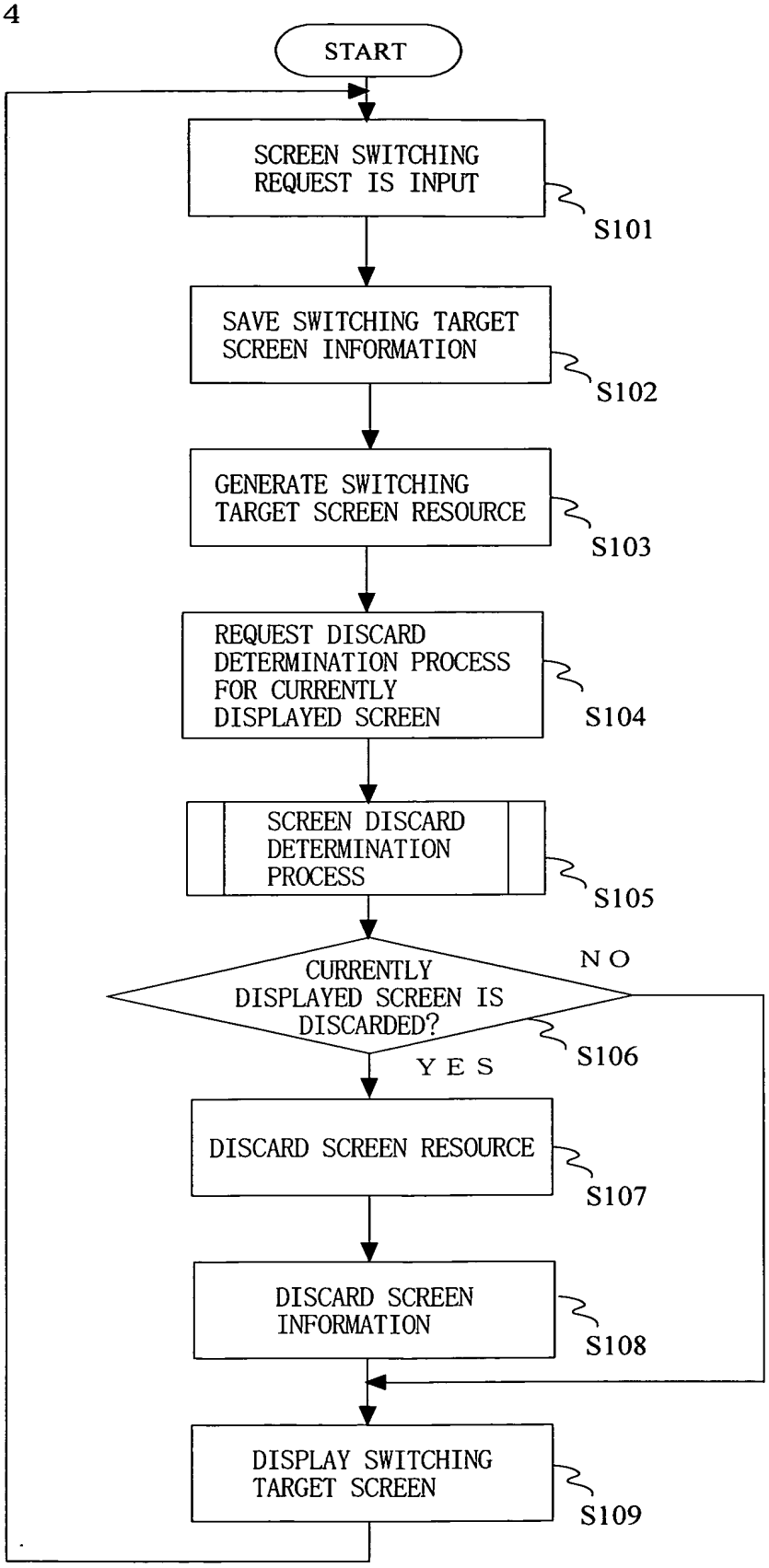
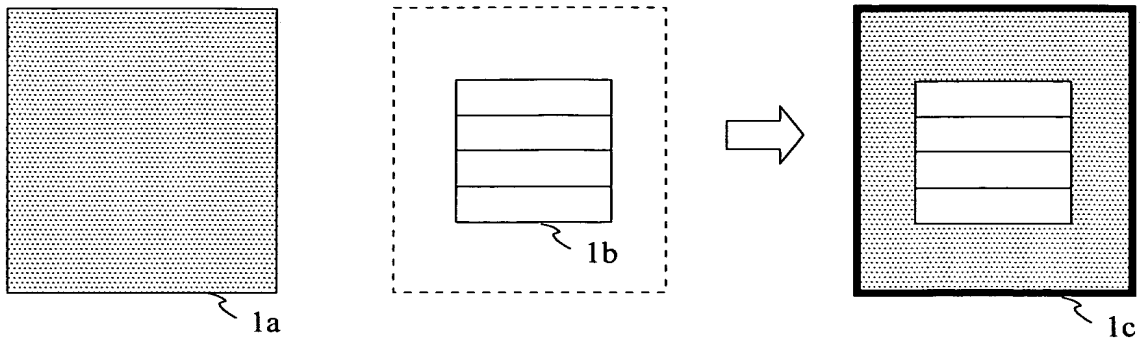

START
SCREEN SWITCHING REQUEST IS INPUT
S101
SAVE SWITCHING TARGET SCREEN INFORMATION
S102
GENERATE SWITCHING TARGET SCREEN RESOURCE
S103
REQUEST DISCARD DETERMINATION PROCESS FOR CURRENTLY DISPLAYED SCREEN
S104
SCREEN DISCARD DETERMINATION PROCESS
S105
CURRENTLY DISPLAYED SCREEN IS DISCARDED?
S106
NO
YES
DISCARD SCREEN RESOURCE
S107
DISCARD SCREEN INFORMATION
S108
DISPLAY SWITCHING TARGET SCREEN
S109

FIG. 5



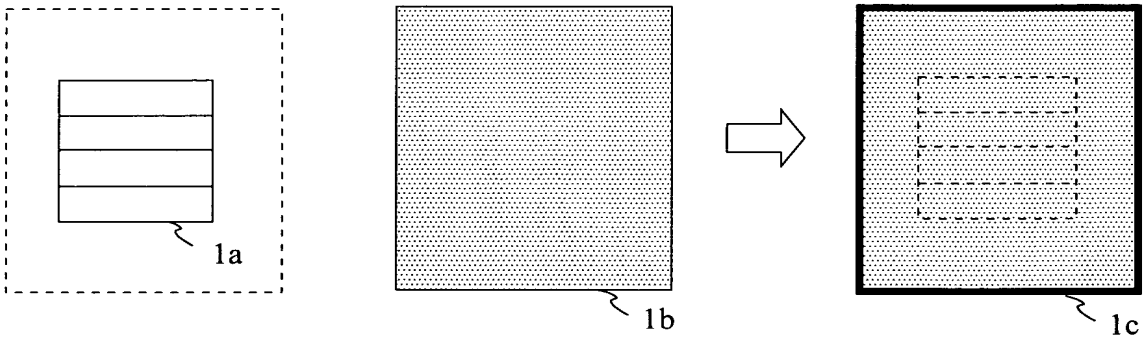
SCREEN ATTRIBUTE
SIZE : 240×320
X COORDINATE : 0
Y COORDINATE : 0

1i-a

SCREEN ATTRIBUTE
SIZE : 80×80
X COORDINATE : 20
Y COORDINATE : 40

1i-b

FIG. 6



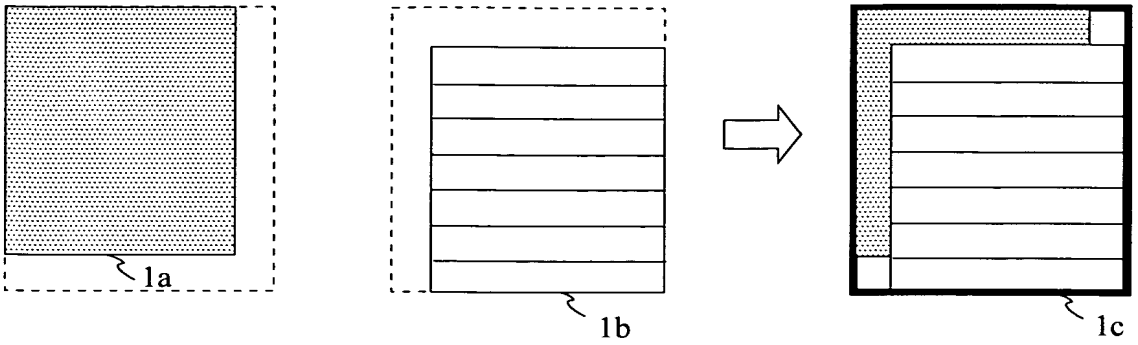
SCREEN ATTRIBUTE
SIZE : 80×80
X COORDINATE : 20
Y COORDINATE : 40

1i-a

SCREEN ATTRIBUTE
SIZE : 240×320
X COORDINATE : 0
Y COORDINATE : 0

1i-b

FIG. 7



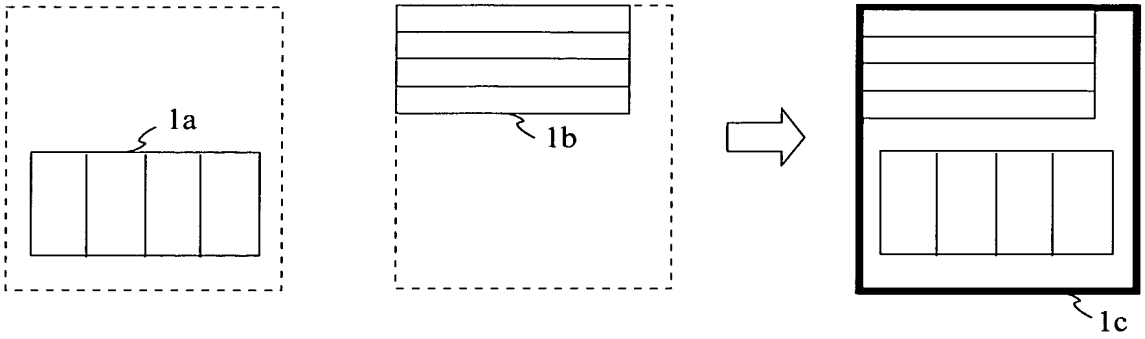
SCREEN ATTRIBUTE
SIZE : 220×300
X COORDINATE : 0
Y COORDINATE : 0

1i-a

SCREEN ATTRIBUTE
SIZE : 220×300
X COORDINATE : 20
Y COORDINATE : 20

1i-b

FIG. 8



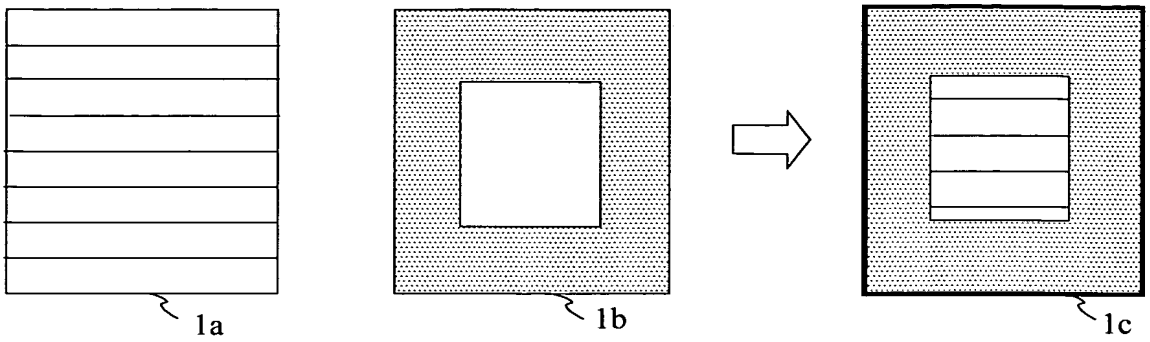
SCREEN ATTRIBUTE
SIZE : 220×150
X COORDINATE : 10
Y COORDINATE : 160

1i-a

SCREEN ATTRIBUTE
SIZE : 220×150
X COORDINATE : 0
Y COORDINATE : 0

1i-b

FIG. 9



SCREEN ATTRIBUTE
SIZE : 240×320
X COORDINATE : 0
Y COORDINATE : 0

1i-a

SCREEN ATTRIBUTE
SIZE : 240×320
X COORDINATE : 0
Y COORDINATE : 0
MASK INFORMATION

1i-b

FIG. 10

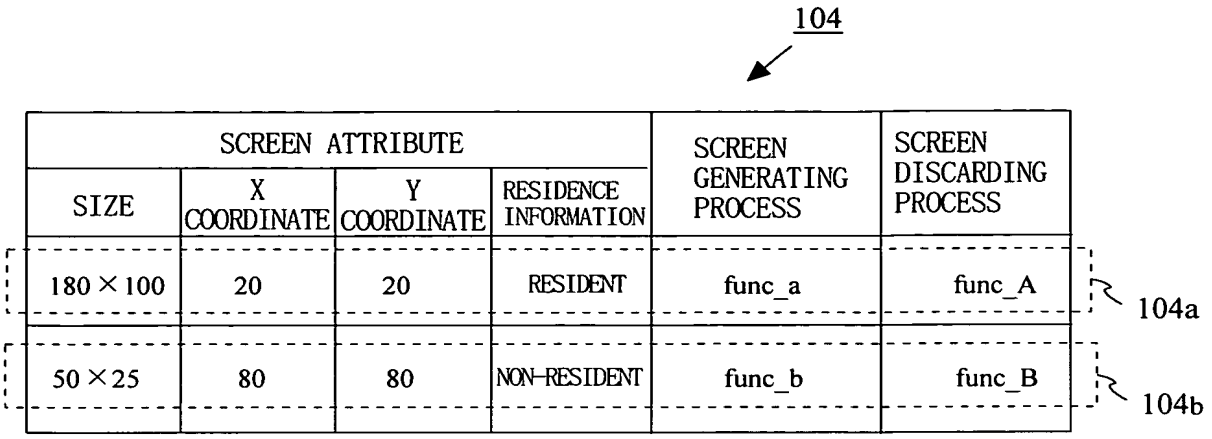

104
SCREEN ATTRIBUTE
SIZE
X COORDINATE
Y COORDINATE
RESIDENCE INFORMATION
SCREEN GENERATING PROCESS
SCREEN DISCARDING PROCESS
180×100
20
20
RESIDENT
func_a
func_A
104a
50×25
80
80
NON-RESIDENT
func_b
func_B
104b

FIG. 11

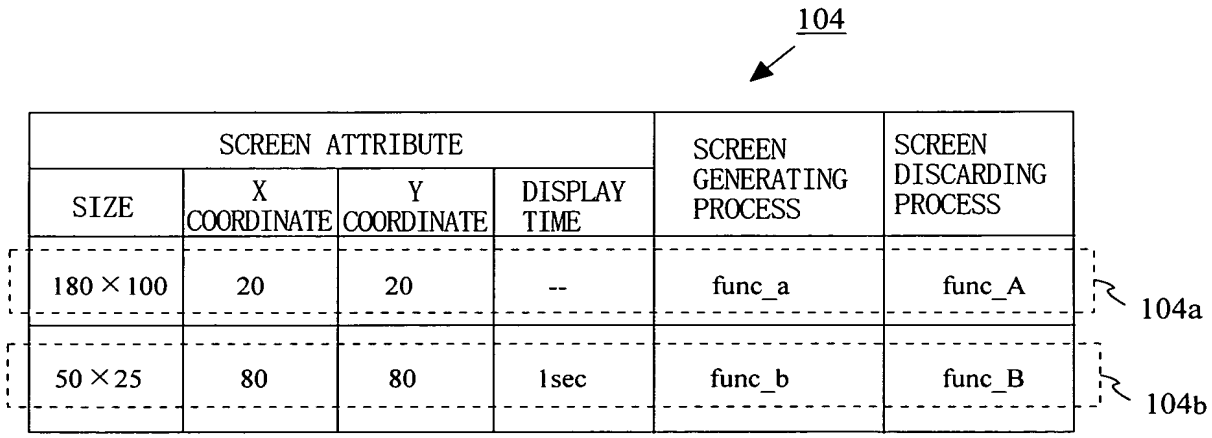

104
SCREEN ATTRIBUTE
SIZE
X COORDINATE
Y COORDINATE
DISPLAY TIME
SCREEN GENERATING PROCESS
SCREEN DISCARDING PROCESS
180×100
20
20
--
func_a
func_A
104a
50×25
80
80
1sec
func_b
func_B
104b

FIG. 12

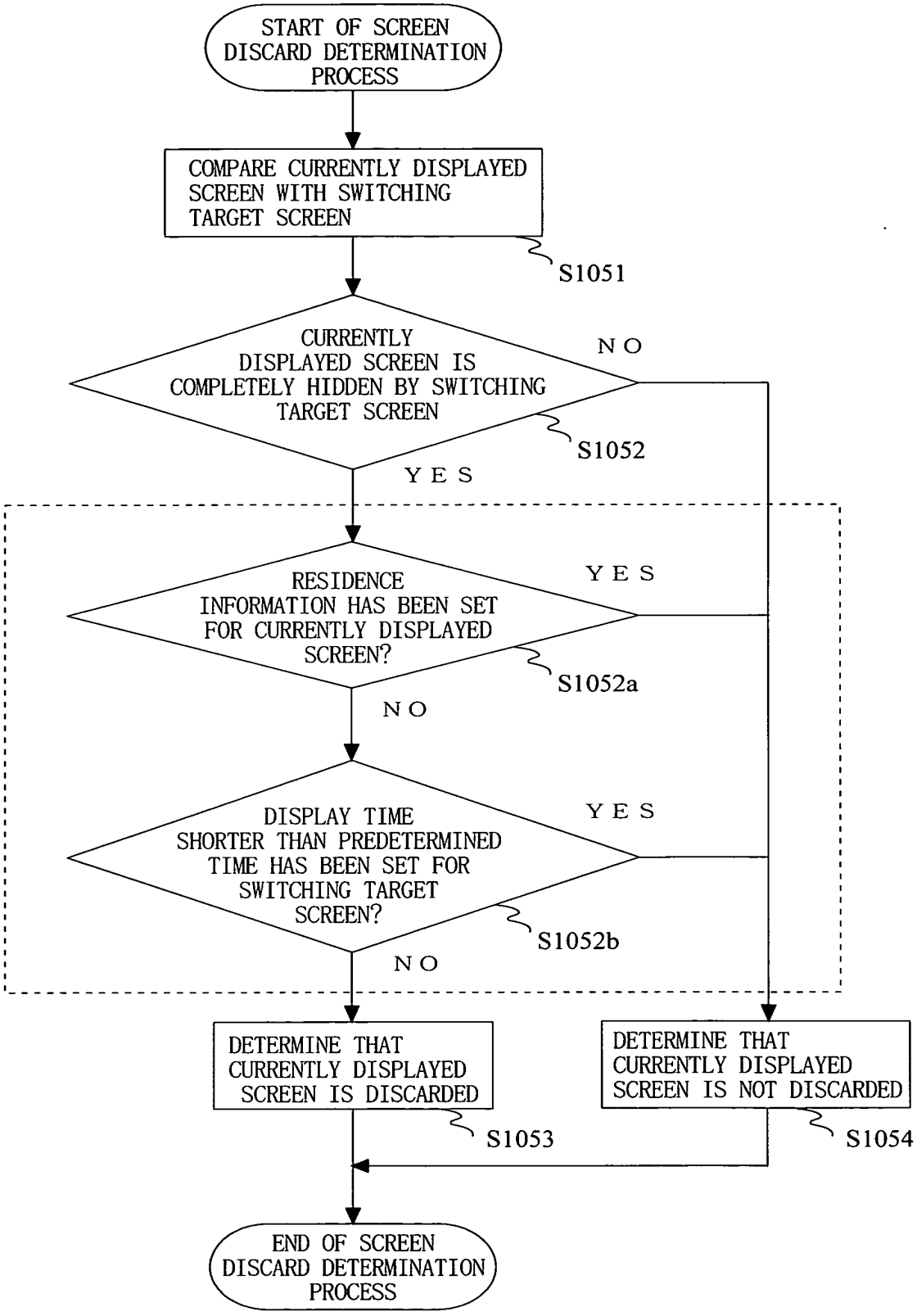

START OF SCREEN DISCARD DETERMINATION PROCESS
COMPARE CURRENTLY DISPLAYED SCREEN WITH SWITCHING TARGET SCREEN
S1051
CURRENTLY DISPLAYED SCREEN IS COMPLETELY HIDDEN BY SWITCHING TARGET SCREEN
S1052
NO
YES
RESIDENCE INFORMATION HAS BEEN SET FOR CURRENTLY DISPLAYED SCREEN?
S1052a
YES
NO
DISPLAY TIME SHORTER THAN PREDETERMINED TIME HAS BEEN SET FOR SWITCHING TARGET SCREEN?
S1052b
YES
NO
DETERMINE THAT CURRENTLY DISPLAYED SCREEN IS DISCARDED
S1053
DETERMINE THAT CURRENTLY DISPLAYED SCREEN IS NOT DISCARDED
S1054
END OF SCREEN DISCARD DETERMINATION PROCESS

FIG. 13

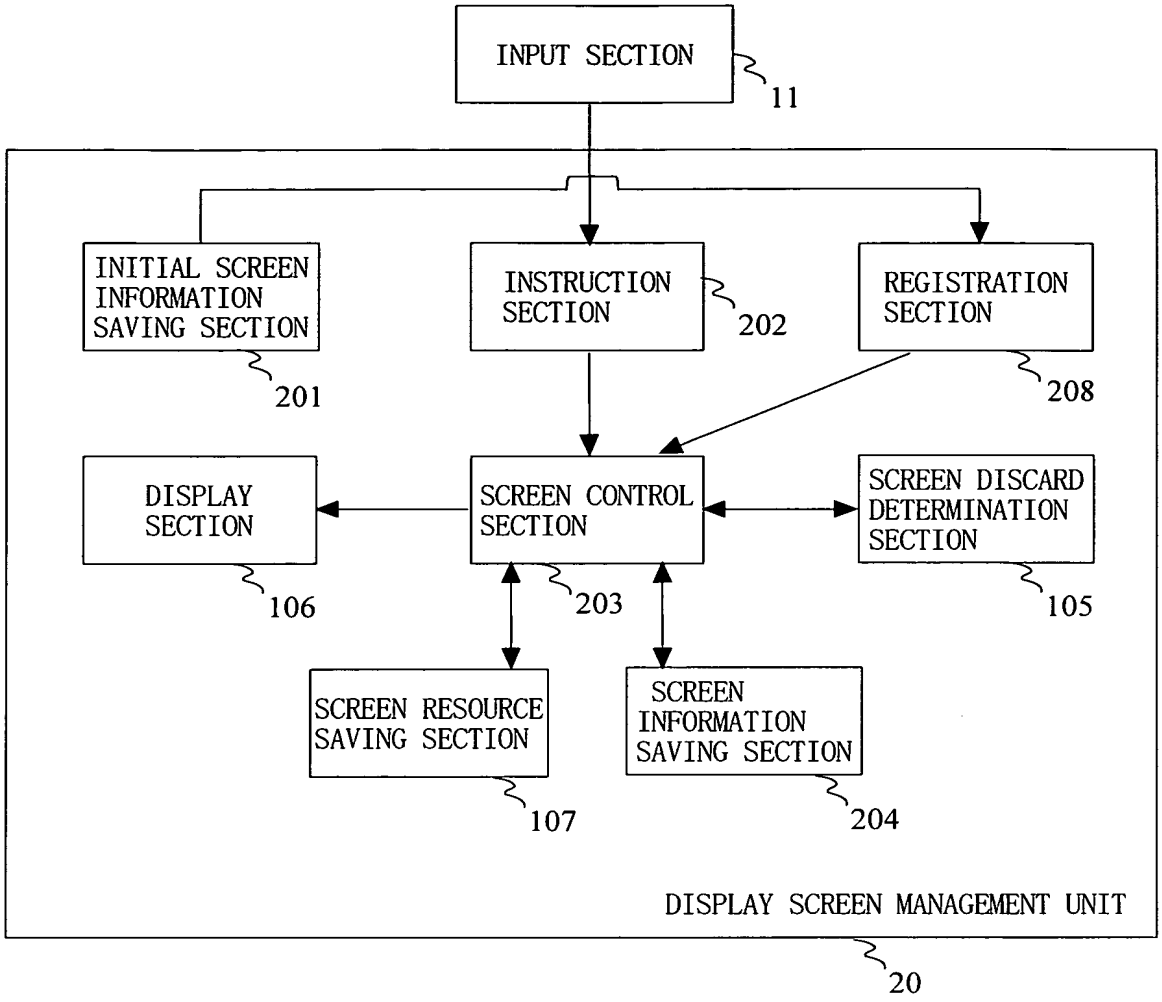


FIG. 14

201

SCREEN IDENTIFIER	SCREEN ATTRIBUTE			SCREEN GENERATING PROCESS	SCREEN DISCARDING PROCESS
	SIZE	X COORDINATE	Y COORDINATE		
SCREEN A	180×100	20	20	func_a	func_A
SCREEN B	50×25	80	80	func_b	func_B
SCREEN C	320×240	0	0	func_c	func_C
SCREEN D	20×20	15	0	func_d	func_D

FIG. 15

204

SCREEN IDENTIFIER	SCREEN STATUS	SCREEN ATTRIBUTE			SCREEN GENERATING PROCESS	SCREEN DISCARDING PROCESS
		SIZE	X COORDINATE	Y COORDINATE		
SCREEN A	CURRENTLY DISPLAYED 1	180×100	20	20	func_a	func_A
SCREEN B	CURRENTLY DISPLAYED 2	50×25	80	80	func_b	func_B
SCREEN C	NOT CURRENTLY DISPLAYED	320×240	0	0	func_c	func_C
SCREEN D	NOT YET GENERATED	20×20	15	0	func_d	func_D

FIG. 16

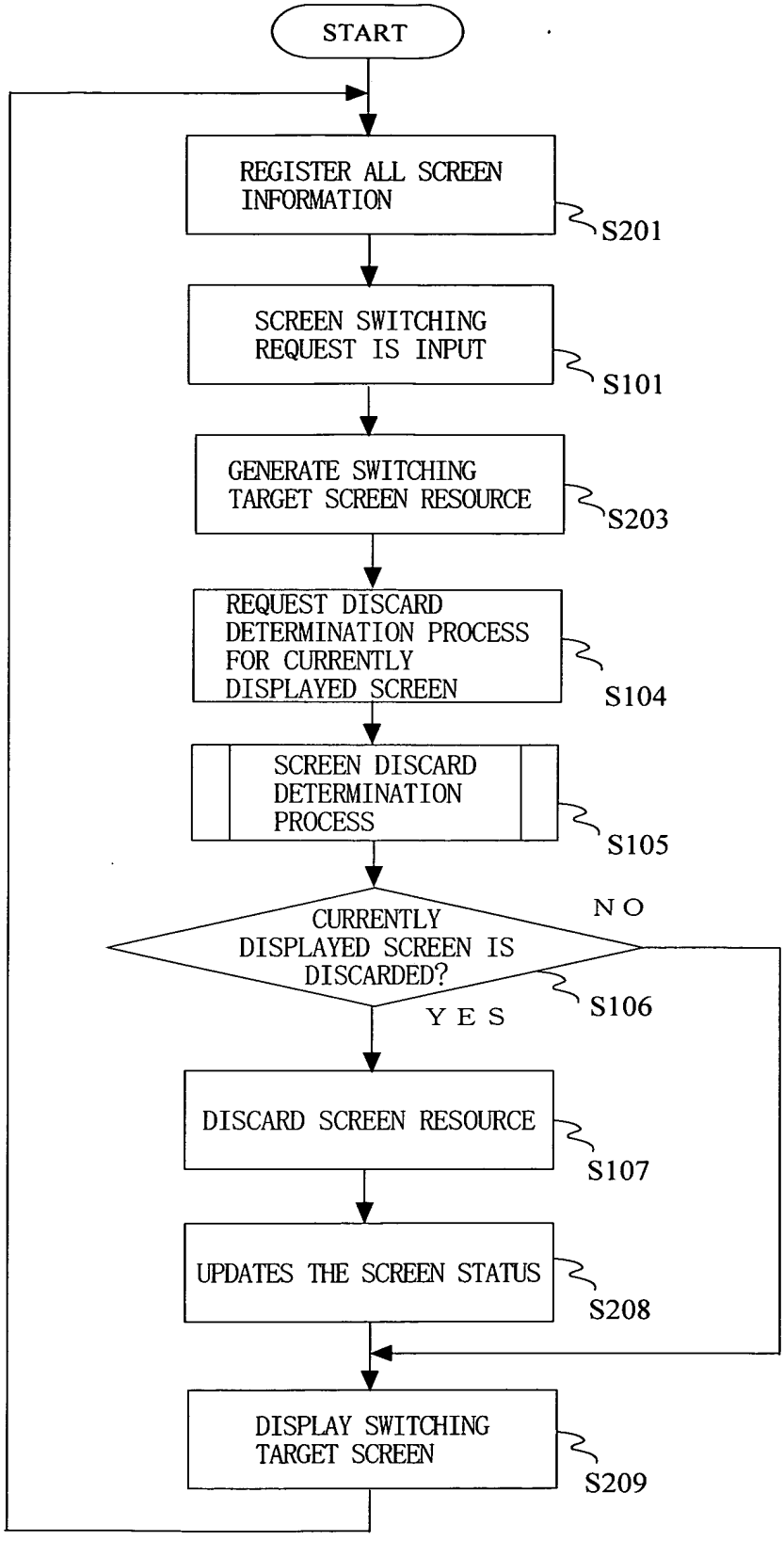

START
REGISTER ALL SCREEN INFORMATION
S201
SCREEN SWITCHING REQUEST IS INPUT
S101
GENERATE SWITCHING TARGET SCREEN RESOURCE
S203
REQUEST DISCARD DETERMINATION PROCESS FOR CURRENTLY DISPLAYED SCREEN
S104
SCREEN DISCARD DETERMINATION PROCESS
S105
CURRENTLY DISPLAYED SCREEN IS DISCARDED?
NO
YES
S106
DISCARD SCREEN RESOURCE
S107
UPDATES THE SCREEN STATUS
S208
DISPLAY SWITCHING TARGET SCREEN
S209

FIG. 17

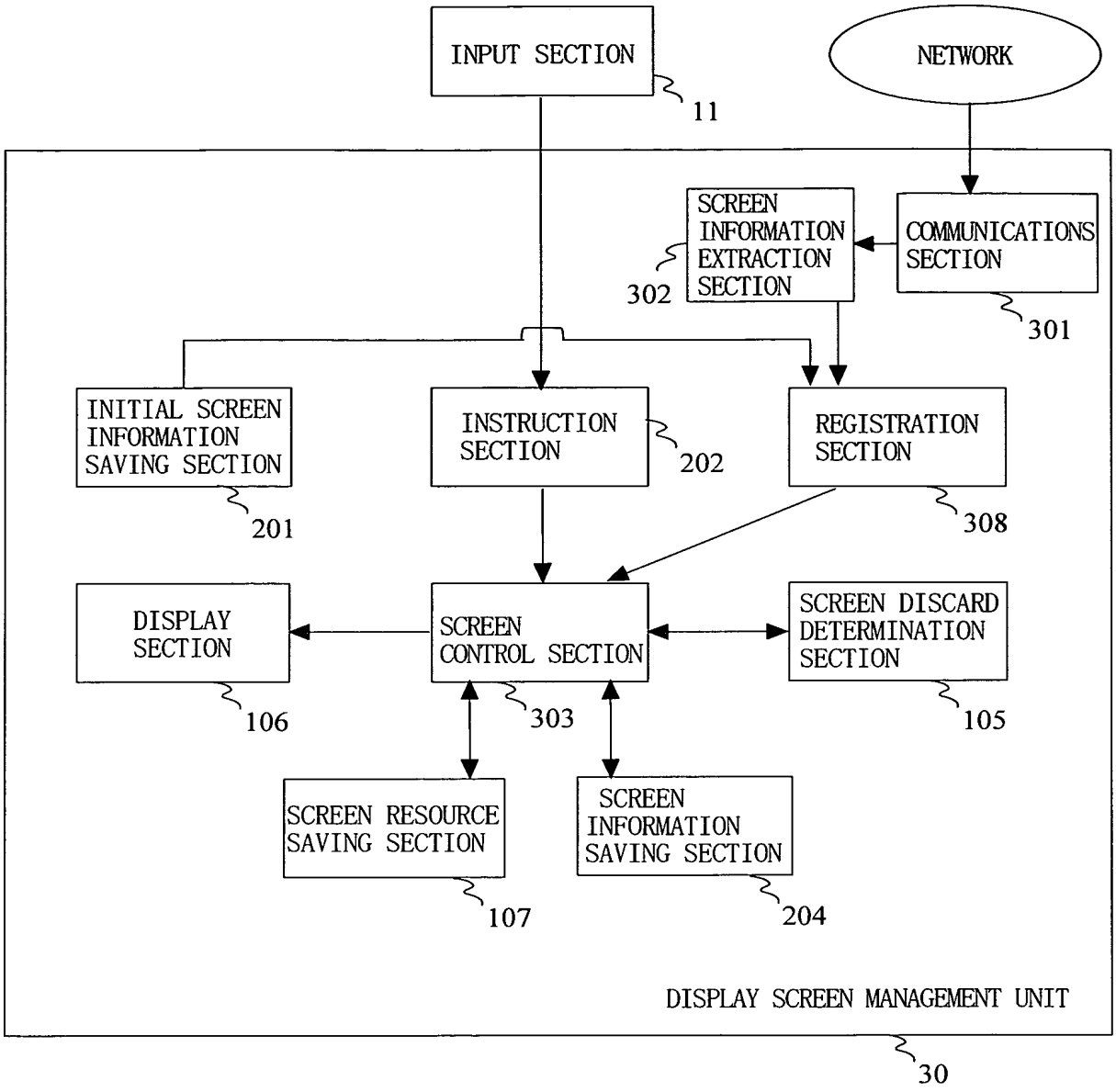

INPUT SECTION
11
NETWORK
SCREEN INFORMATION EXTRACTION SECTION
302
COMMUNICATIONS SECTION
301
INITIAL SCREEN INFORMATION SAVING SECTION
201
INSTRUCTION SECTION
202
REGISTRATION SECTION
308
DISPLAY SECTION
106
SCREEN CONTROL SECTION
303
SCREEN DISCARD DETERMINATION SECTION
105
SCREEN RESOURCE SAVING SECTION
107
SCREEN INFORMATION SAVING SECTION
204
DISPLAY SCREEN MANAGEMENT UNIT
30

FIG. 18

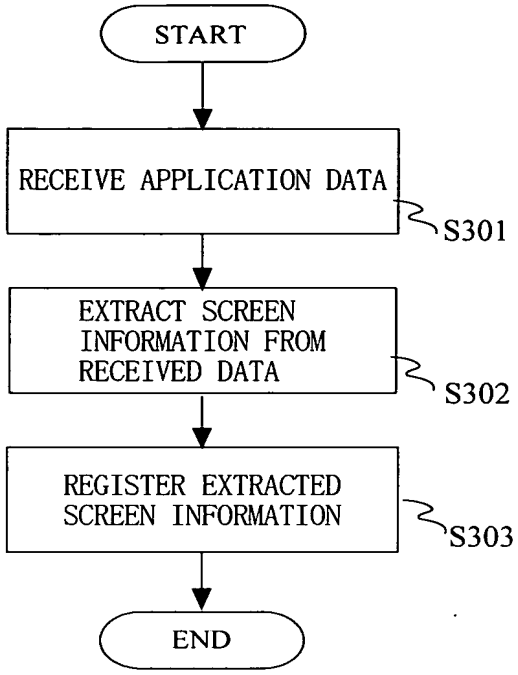


FIG. 19

CURRENTLY DISPLAYED SCREEN	TRANSITION DESTINATION SCREEN
SCREEN A	SCREEN B、SCREEN C
SCREEN B	SCREEN C
SCREEN C	SCREEN A、SCREEN D、SCREEN E